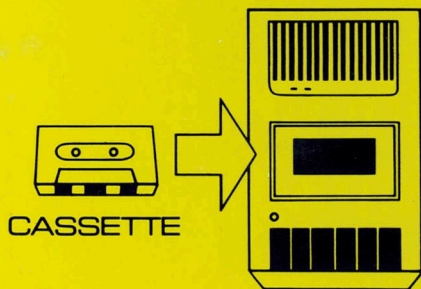# POGOMAN™

FOR ATARI 400*/800*

COMPUTER MAGIC

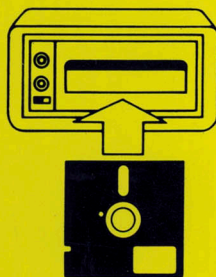CONTAINS ONE PROGRAM
DISKETTE CMD 101 WITH INSTRUCTION MANUAL

POGOMAN IS AS MUCH FUN TO PLAY AS IT IS TO WATCH! POGO THROUGH THE CITY OVER CARS, CATS, CHICKENS, HYDRANTS AND EVEN A UNICYCLIST. FUN FOR ALL AGES.

ACCESSORIES REQUIRED

- ATARI 400*/800*
- ATARI 410* RECORDER OR ATARI 810* DISK DRIVE
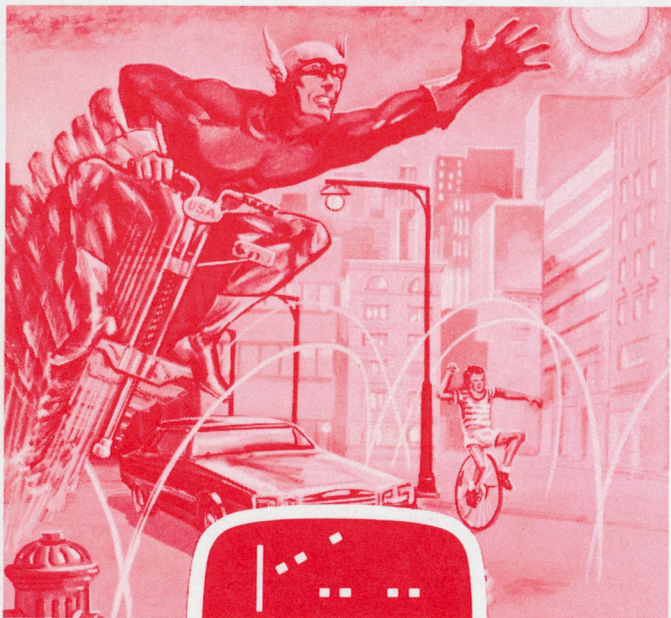- ONE JOYSTICK
- MINIMUM RAM REQUIREMENT: 16K

CASSETTE

DISKETTE

*INDICATES TRADE MARK OF ATARI INC.

POGOMAN™

## FOR ATARI 400*/800*

COMPUTER
MAGIC™

LOADING INSTRUCTIONS

FOR CASSETTE:
1. Turn computer off
2. Press STOP/EJECT on recorder
3. Place cassette in recorder door
4. Close recorder door
5. Rewind cassette
6. Press PLAY
7. Make sure there is no cartridge in computer
8. Turn computer on while holding down the START and RETURN buttons.

FOR DISKETTE:
1. Turn computer off
2. Turn disk drive on
3. When busy light goes off insert diskette with label facing up
4. Make sure there is no cartridge in computer
5. Turn computer on
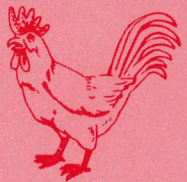
Plug your joystick into port #1 and hop aboard Pogoman℠ Your five [5] man team is helping the city conserve energy by turning off as many street lamps as possible while avoiding obstacles. [Too many air-conditioners are in use during this heat wave.]

Try to position your man so that during his upward motion he goes through the light bulb of the street lamp. You can *only* turn off a light with a *high* jump. You only receive bonus points if your man touches a street light with a long jump.

TYPE OF JUMP	JOYSTICK POSITION	FUNCTION
Regular Jump	Push Joystick to right	Jumps cat chicken and hydrant
High Jump	Push Joystick up	Turns off light. Clears *all* objects.
Long Jump	Push Joystick down	Clears *all* objects.

THERE ARE THREE [3] PHASES

Phase 1—no animated objects

Phase 2—begins at 100,000 points or on your second trip through the city. All animation starts.

Phase 3—begins at 200,000 points or third trip through the city. Now you must avoid hitting the bird.

Every time you complete the city you

> 1—Receive one [1] FREE man
> 2—30,000 points
> 3—All street lights turn back on.
> 4—You start over at the beginning of the city.

Note: Lights turned off stay off until you complete the city.

POINT SCORING

Every jump is worth points.

> 1—The First street light is worth 1,000 pts.
> 2—The Second street light is worth 2,000 pts.
> 3—The Third street light is worth 3,000 pts. ETC.
> 4—If you crash the next light is worth 1,000 points and so on.

Hint: You do not have to turn off every light.

For Beginners: Try a long jump over the cars.

LIMITED 90-DAY WARRANTY
"MAGIC" PROGRAM DISKETTE/CASSETTE

COMPUTER MAGIC LTD ("MAGIC") warrants to the original con-
sumer purchaser that this MAGIC Program Diskettes/Cassette
(not including computer programs) shall be free from any defects in
material or workmanship for a period of 90 days from the date of
purchase. If a defect covered by this warranty is discovered during
this 90 day warranty period MAGIC will repair or replace the
Diskette/Cassette at MAGIC's option providing the Diskette/
Cassette and proof of date of purchase is mailed or delivered
postage prepaid to MAGIC's Post Office Address.

This warranty shall not apply if the Diskette/Cassette (i) has been
misused or shows signs of excessive wear, (ii) has been damaged by
playback equipment, or while being used with any products not
supplied by MAGIC, or (iii) if the purchaser causes or permits the
Diskette/Cassette to be serviced or modified by anyone other than
an authorized MAGIC Service Center. Any applicable implied war-
ranties of merchantability and fitness, are hereby limited to 90
days from the date of purchase. Consequential or incidental dam-
ages resulting from a breach of any applicable express or implied
warranties are hereby included.

NOTICE

All MAGIC computer programs are distributed on an "as is" basis without
warranty of any kind. The entire risk as to the quality and performance of such
programs is with the purchaser. Should the programs prove defective follow-
ing their purchase, the purchaser and not the manufacturer, distributor, or
retailer assumes the entire cost of all necessary servicing or repair.

MAGIC shall have no liability or responsibility to the purchaser, customer, or
any other person or entity with respect to any liability, loss or damage caused
or alleged to be caused directly or indirectly by computer programs sold by
MAGIC. This includes but is not limited to any interruption of service, loss of
business or anticipatory profits or consequential damages resulting from the
use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the
state in which the Diskette/Cassette is purchased. Such laws may broaden
the warranty protection available to the purchaser of the Diskette/Cassette.

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POGOMAN ™